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(71) Applicant (for all designated States except US): I.C. COM LTD. [IL/IL]; Hashikma 3, 58001 Azor (IL).

(71) Applicant (for TJ only): FRIEDMAN, Mark, M. [US/IL]; Alharizi 1, 43406 Raanana (IL).

(72) Inventor; and

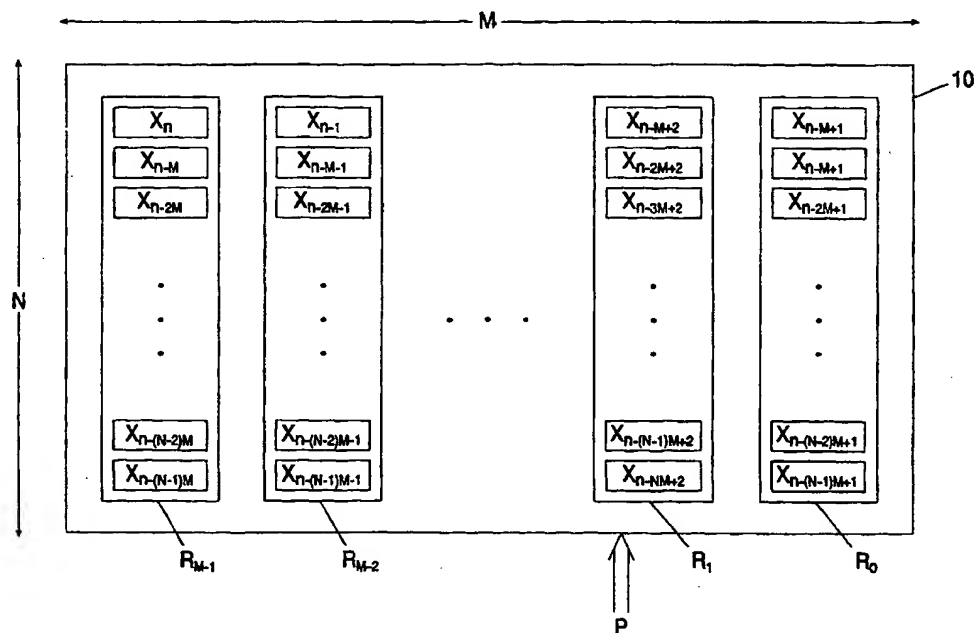
(75) Inventor/Applicant (for US only): MOLEV-SHTEIMAN, Arkady [IL/IL]; Abba Hillel Silver 57A/4, 52532 Ramat Gan (IL).

(74) Common Representative: FRIEDMAN, Mark, M.; c/o Castorina, Anthony, Suite 207, 2001 Jefferson Davis Highway, Arlington, VA 22202 (US).

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(54) Title: METHOD OF EMULATING A SHIFT REGISTER USING A RAM

**(57) Abstract**

A method using a RAM (10) and a short shift register (20) to emulate a long shift register to store a stream of incoming bits. A pointer points to one of the RAM registers. To store an incoming bit, the contents of the RAM register pointed to by the pointer are written to the shift register (20) and shifted by one bit, the incoming bit is stored in the location in the shift register (20) freed up by the shift operation, the updated contents of the shift register (20) are written back to the RAM register pointed to by the pointer, and the pointer is incremented.

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